read - 11/1/92 desursed 11/4/95 Story Gets armesia - Sea Kelly OK hur unrigued love Ron & mr C leas for defferent near (not to make whole him forget) Lett - Cash ->



SHINING TIME STATION

STACY GETS AMNESIA

EPISODE # 325

BY

SEAN KELLY

Directed By Wayne Moss

From Characters and Storylines Created By Britt Allcroft and Rick Siggelkow

TABLE DRAFT OCTOBER 28, 1992

LIVE ACTION: JAN 15/93

MATTE: JAN 20/93

SCENE 1 (MAINSET)

(ON THE TICKET COUNTER IS A VASE OF MR. CONDUCTOR NEAR IT. FLOWERS. HE IS LOOKING FEARFULLY UP AT THE OF BUZZING SOUNDS...HE SOURCE COVERS HIS HEAD AND DUCKS AS THE BUZZING GETS LOUDER. A SQUADRON OF ARE DIVE-BOMBING BEES OBVIOUSLY INTERESTED IN THE FLOWERS. RETREAT [ONCE HE IS SAFE, HE BRAV-HESHOOS THEM OFF]. THEN QUICKLY REACHES INTO HIS BAG AND TO SCATTER SOME SORT OF GLITTER-DUST ON THE FLOWERS. DAN ENTERS)

DAN:

Hi, Mr. Conductor. Whatcha doing? Trying to make those flowers disappear.

MR. C:

No, I'm trying to make those bees disappear!

DAN:

What bees?

SFX: BEE BUZZING INCREASINGLY LOUD

MR. C:

Those bees!

(MR. CONDUCTOR HITS THE DECK. DAN WAVES ONE ARM WILDLY, PULLS HIS SHIRT UP OVER HIS HEAD, DUCKS, ETC...)

SFX: BEE BUZZING RETREATS

(DAN COOLS IT, MR. C SCATTERS MORE POWDER)

SCENE 1 (CONT'D)

MR. C:

This powder is called "Lethe-dust." It's a kind of...memory eraser. It makes you forget who you are for awhile.

DAN:

I don't get it, Mr. Conductor. What's that got to do with the bees?

MR. C:

Well, when those bees come to get pollen from the flowers, they'll get Lethe-dust on them. Then they'll forget that they're bees--and won't sting anyone. Look-out!

SFX: SOUND OF BUZZING

(THEY BOTH DUCK AND COVER AGAIN)

DAN:

Mr. Conductor? I know where their hive is. It's in a big tree out in the orchard. So why don't we...

MR. C:

Sprinkle the whole hive? Good thinking, Dan. Terrific idea. I'll meet you in the orchard.

(DAN DASHES OFF. MR. C FLICKERS OUT OF SIGHT. PAUSE. STACY BUSTLES IN, HUMMIN "TRY TO REMEMBER")

) why? Whe shooting a fly with

SCENE 1 (CONT'D)

STACY:

Try to remember a something September and if you remember then swall-ow...

(SHE SPOTS THE FLOWERS, SMILES, BENDS AND TAKES A GOOD SNIFF--RISES, HOLDING ONE FLOWER...AND HER SMILE GOES VACANT. SHE LOOKS AROUND, THE EXPRESSION ON HER FACE LIKE A BABY WAKING UP IN A STRANGE ROOM)

STACY:

Where?...Who?...What?...
Am I?...Is this?....

(SHE WANDERS AIMLESSLY, GAZING AROUND)

CUT TO:

SCENE 2 (ARCADE)

(SCHEMER BUSTLES IN, AND BEGINS CHECKING HIS MACHINES...REMOVING NICKELS AND ENJOYING THEM AS HE INSERTS THEM INTO THE CHANGE MAKER ON HIS BELT. HE DOESN'T BOTHER TO LOOK UP WHEN HE HEARS STACY)

SCHEMER:

...ten, fifteen, twenty, twenty-five...

STACY:

Excuse me, who are you?

SCHEMER:

Fine, thanks. Thirty, thirty five...How are you?

STACY:

Who am I?

SCHEMER:

No, I said, "How are you?" I know who you are, for Pete's sake.

STACY:

Where are we?

(HE TURNS TO HER, MIFFED)

SCHEMER:

Well, I was at either thirty or thirty-five, but now I have to start over.

(A PASSENGER [WITH SUITCASE] AP-PROACHES STACY)



SCENE 2 (CONT'D)

PASSENGER:

Excuse me, Ma'am?

(STACY TURNS, INTERESTED)

STACY:

Ma'am? Is that my name, "Ma'am"?

(PASSENGER DOES TAKE--IS THIS LADY ALL THERE?)

PASSENGER:

Uhhm...I don't really know. But can you tell me whether the Rainbow Sun is on schedule?

STACY:

The Rainbow what?

PASSENGER:

You know, the train. This is a train station, isn't it?

STACY:

Is it?

(SCHEMER INTERVENES)

SCHEMER:

Hey, Pal! The Express is right on time. It'll be here in about..four minutes.

PASSENGER:

Thank you.

(PASSENGER WALKS AWAY)

SCENE 2 (CONT'D)

STACY:

(TO SCHEMER, IMPRESSED)

How did you know that?

SCHEMER:

How did I know it? How did I know it? It's right up there on the schedule board...Hey, you aren't kidding, are you?

STACY:

"Kidding"? No, I don't think so. My name is "Ma'am".

SCHEMER:

Wait a minute, let me get this straight. You're saying you don't know me, and you don't know you?

STACY:

No, I'm sorry, I don't. What did you say your name was?

(CU SCHEMER AS IT HITS HIM. SHE'S LOST HER MEMORY! THIS IS HIS BIG CHANCE! HE MANAGES TO GET HIMSELF UNDER CONTROL)

SCHEMER:

(AN ASIDE)

Oh, this is beautiful.

(TO STACY)

Uh...My name? It's
Schemer. Mister Schemer,
they call me. I'm sort
of...the head honcho
around here. The top
dog. The big enchillada.
The ramrod, the nabob,
the boss.

SCENE 2 (CONT'D)

STACY:

That's very impressive.

SCHEMER:

Yes, well, it's a gift, really. A talent. You've gotta be born with it, I always say...

STACY:

And do you own this train station?

SCHEMER:

Well, not exactly. I mean, I do all the really important work around here. I should own it, obviously.

STACY:

Yes, obviously.

SCENE 3 (INT. JUKEBOX)

(DIDI IS LOOKING THROUGH THE PERIS-COPE...GRACE APPROACHES HER)

DIDI:

Ooh that Schemer makes me so mad!

TITO:

What's he up to now?

DIDI:

Stacy's lost her memory, and instead of helping her, he's trying to take over the station.

TITO:

That's really rotten. But look on the bright side, Didi.

DIDI:

Like what?

TITO:

Think how much trouble he's gonna be in when Stacy gets her memory back!

(THEY GIGGLE)

CUT TO:

SCENE 4 (MAINSET)

(A CONFUSED STACY, STILL HOLDING A FLOWER, ACCOMPANIES THE VERY EXCITED SCHEMER TO THE DOOR)

SCHEMER:

Stacy-I mean, "Ma'am"-you just wait right
here... Take it
easy...don't strain
yourself trying to remember things. Gotta
go...Bye now...

don't are do

refers to her

(STACY STANDS WAVING GOODBYE--A GOOFY LOOK ON HER FACE)

STACY:

(TO HERSELF)

What a nice, thoughtful person!

(DAN ENTERS, CASUALLY PASSES HER)

DAN:

Hi, Aunt Stacy.

STACY:

Who?

(DAN PUZZLED, STOPS, TURNS)

DAN:

Aunt Stacy--you know...

STACY:

Oh, no. You have the wrong person. My name is Ma'am.

(CU FLOWER IN HER HAND)



SCENE 4 (CONT'D)

DAN(CONT'D):

Oh-oh. Did you smell that flower?

STACY:

Why..yes. I remember doing that. It's the first thing I do remember...

DAN:

Oh, boy!

(HE GENTLY TAKES HER HAND AND LEADS HER OVER TO SIT BESIDE HIM ON A BENCH)

STACY:

Do I know you?

DAN:

Of course you know me. I'm your nephew--Dan.

(SHE SHAKES HIS HAND)

STACY:

Nice to meet you, Dan.

DAN:

Oh, jeese, don't you remember anything? You're Stacy. Stacy Jones. You're the manager at Shining Time Station.

STACY:

Really?

SCENE 4(CONT'D)

(MR. CONDUCTOR APPEARS)

MR. C:

Hi, Dan. Hello, Stacy.

(STACY SHRIEKS AND DASHES AWAY-HIDING BEHIND THE INFORMATION BOOTH)

DAN:

Stacy, no, come back. It's....Sorry, Mr. Conductor.

MR. C:

I admit, I don't look my best today. But I don't look that bad, do I?

DAN:

It's nothing to do with how you look, Mr. Conductor. It's that powder of yours.

MR. C:

The Lethe powder?

DAN:

Yeah. Stacy smelled a flower, and now she can't remember <u>anything</u>! Can't you do something?

MR. C:

Oh dear! Well, it will wear off in time, of course...

DAN:

But can't anything break the spell?

SCENE 4 (CONT'D)

MR. C:

Nothing I know of--they do say going to sleep helps to speed things up..

ANGLE ON:

(STACY EMERGES FROM HER HIDING PLACE, APPROACHES CAUTIOUSLY)

STACY:

How am I supposed to sleep in a place full of talking dolls?

MR. C:

Miss Stacy Jones, that's just about enough of this "talking doll business". My name is Mr. Conductor, and I've known you since you were Dan's age. I knew your parents when they were Dan's age. I live here, in the signal house on this mural.

STACY:

Really? Truly?

DAN:

Aw, c'mon, Aunt Stacy!
You've gotta remember Mr. Conductor! You
two are friends. You
take care of each other.
Like the time he caught a
cold...

STACY:

Tell me what happened. Maybe it will help me remember...

little perolet Legranda ?

SCENE 4 (CONT'D)

DAN:

Well, Mr. Conductor was sneezing and coughing...

DISSOLVE TO:

CLIP--EPISODE #206--MR. C AND POP UP BOOK-BANKED

SCENE 5 (MAINSET)

STACY:

I hope you're feeling better now, Mr. Constrictor.

MR. C:

It's <u>Conductor</u>! I'm a
railroad man!

DAN:

He's <u>magic</u>, Aunt Stacy. He can do anything.

STACY:

Can you disappear?

MR. C:

Oh, that's easy...

(MR. C POPS OFF AND ON AGAIN)

MR. C:

It's the reappearing part that's hard.

STACY:

But where do you go?

MR. C:

Why, the Island of Sordor, naturally.

STACY:

What happens on the Island of...?



SCENE 5 (CONT'D)

DAN:

...Sordor. It's where Thomas lives! And Percy, and Duck, and...

MR. C:

Please, Dan...if I may. Stacy, allow me to show you...

(MR. CONDUCTOR BLOWS HIS WHISTLE)

EFFECTS DISSOLVE TO:

SCENE 6

"THOMAS ANTHEM" VIDEO

SCENE 7 (MAINSET)

STACY:

So that's Thomas, and he lives on the Island of Sordor?

MR. C:

Right.

STACY:

And this place is called Shining Time Station.

DAN:

Right.

STACY:

(GESTURES TO ARCADE)

And what's that over there?

DAN:

That's the arcade. Schemer's Arcade.

(STACY WALKS TOWARD THE ARCADE--DAN ACCOMPANIES HER)

STACY:

You mean "Mister Schemer"? I think I've met him. He's responsible and hard-working, isn't he?

DAN:

That's not Schemer, Aunt Stacy. He hardly ever works. Unless he's working on some crazy plan...

SCENE 7 (CONT'D)

STACY:

What kind of crazy plan?

DAN:

Well, like the time he had that auction, and you got so mad at him...

DISSOLVE TO

CLIP--EPISODE 218--STACY YELLS AT SCHEMER FOR SELLING HER THINGS-BANKED

SCENE 8 (MAINSET/TICKET COUNTER)

(STACY AND DAN APPROACH THE TICKET COUNTER--MR. C AWAITS THEM, STAND-ING ON THE COUNTER)

STACY:

Funny, that doesn't sound like the Schemer I know.. Kind, considerate...

DAN:

You really <u>have</u> lost your memory, haven't you?

STACY:

And who works here?

MR. C:

You do. This is where you sell train tickets, and give directions, and...

DAN:

...and you keep the train schedules up to date, and help people.

STACY:

I do? I mean, I'm glad
to hear it, but...do I
really help people?

MR. C:

I'll say! Why you've
even saved people's
lives!

STACY:

No!

SCENE 8 (CONT'D)

DAN:

You sure did! In the big storm!

STACY:

What storm?

DISSOLVE TO

CLIP--EPISODE 210--STACY RESCUES KIDS-BANKED

SCENE 9 (MAINSET/TICKET COUNTER)

STACY:

That sounds so exciting! I can't wait to remember all of that again! Will it be soon?

MR. C:

Certainly. This is just a temporary spell...I hope.

STACY:

And sleeping's supposed to help?

MR. C:

It might.

STACY:

Why don't I try taking a little nap?

DAN:

Good idea. We'll leave you alone for a while.

(MR. C VANISHES. DAN WANDERS AWAY. STACY SITS DOWN ON A BENCH, CLOSES HER EYES. A BEAT. SCHEMER ENTERS. HE'S DRESSED-HE THINKS--LIKE A BUSINESS MAN. IN FACT, IN HIS OUTSIZED STRIPED SUIT, DARK SHIRT AND WHITE TIE, GLUED-ON MOUSTACHE, WHITE FEDORA AND SHADES, HE LOOKS LIKE A CARTOON GANGSTER)

SCHEMER:

A-hem! Excuse me. Ma'am?

SCENE 9 (CONT'D)

(STACY BLINKS AWAKE)

STACY:

Yes? Can I help you?

SCHEMER:

Yes indeed you can, Ma'am. I am the personal representative of the esteemed Mister Schemer, whom I believe you have conversed with.

STACY:

Yes, but...

(SCHEMER PULLS OUT, WITH A FLOUR-ISH, A DOCUMENT AND A PEN)

SCHEMER:

It is my belief--that is, my client's belief, that in recognition of his outstanding honesty that you intend to recognize him as the sole owner and operator of this Station.

STACY:

Well, I did say...that is, he said...I don't remember...

SCHEMER:

No problem. Sign here, Please!

(STACY SHRUGS, TAKES PEN AND PAPER, SIGNS. SCHEMER TAKES BACK PEN AND PAPER, AS SHE WANDERS, UNCONCERNED, AWAY)

SCENE 9 (CONT'D)

SCHEMER:

Yes! Yes! Shining Time Station is MINE!

(HE LOOKS AT THE PAPER. LOOKS MORE CLOSELY. SHOUTS AFTER HER)

SCHEMER:

"Ma'am"! She signed it
"Ma'am"! Hey! Hey!
Stacy! Your name is
Stacy! I was just kidding about your name
being "Ma'am"! Come
back....

CUT TO:

SCENE 10
(WORKSHOP)

(STACY ENTERS, DISCOVERS DAN)

STACY:

I couldn't sleep. What's this place?

DAN:

(LAUGHS)

This is Billy Two Feather's workshop. He's an engineer.

STACY:

Do I know him?

DAN:

Sure. Everybody does.

STACY:

Billy Two Feathers. What's he like?

DAN:

Well, he's hard to describe, you know? Like, the first time I met him, I thought he was kind of scary.

STACY:

What happened?

DISSOLVE TO

CLIP--EPISODE 201--DAN CAUGHT IN BILLY'S WORKSHOP-BANKED

SCENE 11 (WORKSHOP)

STACY:

Are there any other friends of mine I don't remember?

DAN:

Well, there's Becky.

STACY:

Becky?

DAN:

Boy, Becky would be really upset if she knew you'd forgotten her!

STACY:

Oh dear. Why is that?

DAN:

Because you're always there to help her, I guess. Like the time we were all doing a play...

DISSOLVE TO

CLIP--EPISODE FROM STS III "FELIX'S PLAY" (STACY HELPS BECKY WITH HER LINES)-BANKED

SCENE 12 (WORKSHOP)

DAN:

And then there's Kara. You <u>must</u> remember Kara!

STACY:

The name <u>does</u> sound familiar...who is he?

DAN:

She. Kara's a girl. Let's see...She interviewed you once for the newspaper.

STACY:

Really? I wonder what I said...?

DISSOLVE TO

CLIP--EPISODE 214--KARA INTERVIEWS STACY

SCENE 13 (MAINSET)

(STACY AND DAN LEAVE BILLY'S WORK-SHOP, AND WANDER TO THE WAITING ROOM)

STACY:

You know, I think that spell may be starting to wear off--this place is beginning to look familiar.

DAN:

That's great!

STACY:

But why does this room remind me of...I know this sounds silly...a party?

DAN:

Maybe because this is where we had your party.

STACY:

A party? For me? That's a surprise.

DAN:

Yes, it was...

DISSOLVE TO

CLIP--EPISODE 209--STACY'S SURPRISE PARTY-BANKED

SCENE 14 (ARCADE)

STACY:

Everyone here at Shining Time Station sounds so nice! What wonderful memories I must have had...I mean, I have...that is, will have soon..

DAN:

Any time soon, Mr. Conductor said.

STACY:

Now, about this person Schemer. What does he look like?

(ANGLE ON)

(EAGER SCHEMER STILL IN COSTUME, WITH PAPER AND PEN, IN BG)

DAN:

He looks like...like you'd expect a guy named Schemer to look.

STACY:

A floppy suit? A big hat? A funny moustache? Sun glasses?

(SCHEMER HIMSELF)

MANUALLY INVENTORIES

DAN:

No--but that <u>is</u> the way he dresses when he's pretending to be his own lawyer...

(SCHEMER BEATS A HASTY RETREAT)

SCENE 14 (CONT'D)

STACY:

That does sound familiar...is this his? What is it?

(STACY INDICATES THE JUKEBOX)

DAN:

It's a jukebox. You pick a song, put in a nickel, and it plays it. But...

STACY:

But what?

DAN:

Well, sometimes it plays on its own, or it doesn't play the song you pick.

STACY:

Let's put in a nickel and see what happens.

(PAUSE)

(STACY PUTS A NICKEL IN THE SLOT)

CUT TO:



SCENE 15 (INT. JUKEBOX)

(AS THE COIN MAKES ITS WAY DOWN THE CHUTE)

TITO:

We've got to play something to help Stacy! Any ideas?

TEX:

How about something country? Like "I forgot more that you'll ever know about her"?

REX:

Or, "I forgot to remember to forget"?

DIDI:

I heard it might help if Stacy got some sleep...

TITO:

Didi, baby, you are brilliant. Let's play a lullaby.

TEX:

Something real pretty.

TITO:

We'll play a couple of them. And a one. and a two....

INTO <u>PUPPET SONG</u>:
"LULLABY MEDLEY"

(INTERCUT: STACY SITTING, CLOSING HER EYES, SMILING, DOZING)

SCENE 16 (ARCADE)

(STACY SNOOZES ON A NEARBY BENCH. DAN STANDS BY THE JUKEBOX. MR. CONDUCTOR APPEARS ON TOP OF IT)

MR. C:

(WHISPERS)

How's Stacy doing?

DAN:

(WHISPERS)

Okay...The songs put her to sleep.

MR. C:

(WHISPERS)

That's good. Maybe when she wakes up, she'll be herself again.

(STACY STIRS, SIGHS IN HER SLEEP)

DAN:

We could play another song. Have you got a nickel?

MR. C:

I can do better than that--I've brought back a magic song. Stop. Look. And listen to this magic bubble.

(MR. C HOLDS OUT HIS HAND. MAGIC BUBBLE)

EFFECTS DISSOLVE TO:

SCENE 17

SONG: "ISLAND OF SORDOR"

SCENE 18 (ARCADE)

(STACY BLINKS AWAKE, SMILES, STANDS)

STACY:

Dan! Mr. C! Was I sleeping long? Oh my goodness, look at the time. The Rocking Horse Special is due from Snarlyville in a few minutes!

(DAN AND MR. C EXCHANGE HAPPY SMILES. STACY HEADS BRISKLY AWAY, TURNS BACK)

STACY:

You know, I had the funniest dream just now. It was sort of...a dream about a dream. Or-about how dreams can come true. But it was also about memory-about how important it is to remember who you are, and who your friends are...and what your dreams are...Does any of this make sense to you?

(MR. C AND DAN EXCHANGE LOOKS)

MR. C:

Absolutely, positively.

DAN:

Like he said.

MR. C:

Oh-oh!

SCENE 18 (CONT'D)

(HE QUICKLY VANISHES--BECAUSE SCHEMER ENTERS, STILL IN COSTUME, WITH HIS PAPER AND PEN. HE DECIDES TO GO FOR IT, APPROACHES STACY)

SCHEMER:

Pardon me, Ma'am...Mister Schemer was wondering if you'd mind signing this..

STACY:

Now there's <u>another</u> thing I remember!

(SCHEMER BEGINS TO BACK AWAY--STACY STALKS TOWARD HIM)

SCHEMER:

"Ma'am? I mean, Miss Jones...Hey...I was just kidding...Can't you take a little joke...

(STACY REMOVES HIS SUNGLASSES, HAT...PULLS OFF HIS MOUSTACHE)

STACY:

And it's also important to remember what kind of ...individual...would try to take advantage of a person for his own low-down...selfish...mean-spirited...

(STACY STANDS, HANDS ON HIPS, SPEECHLESS WITH RIGHTEOUS ANGER...SCHEMER SCUTTLES OUT)

SCENE 18 (CONT'D)

(STACY STANDS TREMBLING WITH ANGER...DAN NEAR HER...SCHEMER REENTERS)

SCHEMER:

I take it that I should tell Mister Schemer you've declined his offer.

(STACY TAKES ONE STOMPING STEP FORWARD. SCHEMER CUTS AND RUNS. STACY CAN'T HOLD IT IN. SHE BEGINS TO GIGGLE, THEN TO LAUGH. DAN DOES TOO)

(FADE TO BLACK)